NATHAN et al. Serial No. 09/688,698 Amendment in RCE dated November 28, 2003 Reply to Office Action dated November 29, 2002

Amendments to the Claims:

This listing of claims will replace all prior versions and listings of claims in the application. By the present amendment, claim 19 has been added.

Listing of Claims:

Claims 1-11. (Canceled)

Claim 12. (*Previously Presented*) Entertainment system based on a multiple choice competition games, comprising: a remote server and at least one terminal operable to communicate with the server over a communications network, wherein the terminal includes an audio system for playing in connection with a game at least a portion of a musical recording, a display that displays information in the form of a question and suggests multiple choice answers to the question, wherein the question relates to the portion of musical recording that has been played, a user interface that enables a user to select an answer from the displayed multiple choice answers, and a scorer for recording the answer selected by the user and determining if the answer corresponds to a correct answer;

wherein the terminal is a jukebox system that includes a storage device that stores a library of musical recordings that can be played in full on the terminal for a fee, and further wherein the library of musical recordings can be updated with additional musical recordings through communication with the server, thereby defining a customized library of musical recordings on the jukebox system;



NATHAN et al.
Serial No. 09/688,698
Amendment in RCE dated November 28, 2003
Reply to Office Action dated November 29, 2002

and further wherein the jukebox system is operable to dynamically select the musical recording for the game from the customized library of musical recordings and to dynamically generate the question for the game based on contents of the customized library of musical recordings stored on the jukebox system.

Claims 13-14. (Canceled)

Claim 15. (Previously Presented) The entertainment system of claim 12, wherein the terminal sends information to the server regarding how the user performed during the game.

Claim 16. (Previously Presented) The entertainment system of claim 15, wherein the server collects game performance information for a plurality of different users and ranks the users according to their performance.

Claim 17. (Previously Presented) The entertainment system of claim 16, wherein the server is operable to send user ranking information to the terminal, and the terminal is operable to display the ranking information.

Claim 18. (*Previously Presented*) The entertainment system of claim 17, wherein the system includes a plurality of said terminals at different locations, each of said terminals

NATHAN et al. Serial No. 09/688,698 Amendment in RCE dated November 28, 2003 Reply to Office Action dated November 29, 2002

being operable to communicate with the server, and further wherein the server is operable to collect performance information on users who play the game on any of the terminals and to send user ranking information to each of the terminals.

Claim 19. (New) An entertainment system comprising:

a terminal capable of operating as a jukebox, including a storage device that stores an electronic library of musical recordings that, said terminal enabling a song selected by a user to be played in full without engaging a game function operable on said terminal;

a remote server operable to communicate with said terminal via a communications network;

said library of musical recordings being updated with additional musical recordings by communication with said server to define a customized library of musical recordings; and

said terminal being operable to function as a game related to said customized library of musical recordings, wherein a display of the terminal displays information in the form of questions and possible answers related to a musical recording in said customized library, said terminal including means for providing scoring for said game based on answers to said questions provided by the user, and dynamically selecting a musical recording from the customized library for further game play.